

EmilyWalus

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EXPERIENCE

Singapore – MIT Gambit Game Labs
Lead Artist, SEPTEMBER 2011 – AUGUST 2012
Created concepts and assets in a collaborative work environment for the games *Snowfield* and *Bosnobo: Primate Change*. Worked in collaboration with Bethesda Softworks for modifications for *Skyrim*.

Freelance

DECEMBER 2010 – PRESENT

Storybook illustrations for digital formats, and ongoing concept work for video game productions.

Daniel Sousa

Background Artist, June 2011 – AUGUST 2011

Assisted in background design for Daniel Sousa's animation, "Feral".

Rip Van Wafels

Art Intern, JUNE 2011 – SEPTEMBER 2011

Designed and developed characters, environments, concepts, and graphics for promotional material.

Clambake Animation

Art Intern, JUNE 2010 – AUGUST 2010

Assisted with character designs and backgrounds for television pilot animations.

RISD Residence Life

Resident Assistant, JUNE 2009- MAY 2012

Work with a professional team to oversee over thirty RISD students by providing peer meditation, mentorship, as well as developing community.

RISD Residence Life

Office Assistant, MAY 2009 – SEPTEMBER 2010

Assist in flyer design, filing confidential paperwork, inter-departmental errands, answering phone, and scheduling.

EDUCATION

Rhode Island School of Design, Providence, RI

BFA, Illustration 2012

SKILLS

Traditional Media

Experienced with oil, acrylic, watercolor, gouache, pen & ink.

Digital Media

Macintosh and Windows OS. Experienced in Photoshop, InDesign, Dreamweaver, Blender, Maya, and Microsoft Office. Familiar with HTML, CSS, and Javascript.

Personal

Fluent in both English and Polish.

REFERENCES

References available upon request.